

**CLAIM AMENDMENTS: VERSION WITH CHANGES MARKED**

105. (AMENDED) A method of conducting a distributed electronic tournament for a plurality of players, comprising:

exchanging information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

storing in a database player information associated with the player, the stored player information being available for use in a subsequent tournament to influence game play of the subsequent tournament while the player is playing a subsequent game in the subsequent tournament.

112. (AMENDED) An apparatus for conducting a distributed electronic tournament for a plurality of players, comprising:

means for exchanging information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

means for storing in a database player information associated with the player, the stored player information being available for use in a subsequent tournament to influence game play of the subsequent tournament while the player is playing a subsequent game in the subsequent tournament.

113. (AMENDED) An apparatus for conducting a distributed electronic tournament for a plurality of players, comprising:

a processor; and

a storage device in communication with said processor and storing instruction adapted to be executed by said processor to:

exchange information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

store in a database player information associated with the player, the stored player information being available for use in a subsequent tournament to influence game play of the subsequent tournament while the player is playing a subsequent game in the subsequent tournament.

114. (AMENDED) A device-readable medium storing instructions adapted to be executed by a processor to conduct a distributed electronic tournament, said instructions for directing a device to[said method comprising]:

exchange[exchanging] information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

store[storing] in a database player information associated with the player, the stored player information being available for use in a subsequent tournament to influence game play of the subsequent tournament while the player is playing a game in the subsequent tournament.

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